

## Character Rules

These rules are for the character you create, your PC (playable character).

### Race

Every character has a race (see Races). Pick one for your character. If you want to make a non-standard race for your character, the rules won't hinder you. The system is designed to be flexible enough to allow for improvisation.

Each race provides a +2 bonus to one of your ability scores.

### Class

Every character has a class (see Classes). Pick one of these too.

Each class provides a +2 bonus to one of your ability scores.

### Abilities

Your character can be assigned ability scores in various ways. Here are two ways.

#### Roll 'em

Roll 4d6 for each of the six ability scores (Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma). Drop the low die in each roll. Put the scores into any order to best fit the character you want to play.

#### Point Buy

You get 28 points to buy your abilities using the chart below.

Ability	Cost
18	16
17	13
16	10
15	8
14	6
13	5
12	4
11	3
10	2
9	1
8	0

### Combat Stats

For details on how combat works, see Combat Rules.

Although Armor Class, Physical Defense, and Mental Defense are based on a single ability score, the score each defense uses depends on the character. In each case, you look at three ability modifiers and use the middle value (not the highest or the lowest). If two or more modifiers are tied, you use one of those tied scores as the middle score.

### 1<sup>st</sup> level Hit Points

1. Find the base value for your class (6, 7, or 8) in the Starting Stats for 1<sup>st</sup> Level Characters chart.
2. Add your Con modifier to get your "hit point value."
3. Multiply your hit point value by 3 to get your total hit points at 1<sup>st</sup> level.

### Armor Class

1. Find the base AC value for your class (10 to 16) in the Starting Stats for 1<sup>st</sup> Level Characters chart.
2. Find the middle value among your Con modifier, Dex modifier, and Wis modifier. That value is your AC modifier.
3. Add the AC modifier to your base AC value.
4. Add +1 at 1<sup>st</sup> level (and increase by +1 at each additional class level).

### Physical Defense

1. Find the base PD for your class (10 to 12) in the Starting Stats for 1<sup>st</sup> Level Characters chart.
2. Find the middle value among your Str modifier, Con modifier, and Dex modifier. That value is your PD modifier.
3. Add the PD modifier to your base PD.
4. Add +1 at 1<sup>st</sup> level (and increase by +1 at each additional class level).

### Mental Defense

1. Find the base MD for your class (10 to 12) in the Starting Stats for 1<sup>st</sup> Level Characters chart.
2. Find the middle value among your Int modifier, Wis modifier, and Cha modifier. That value is your MD modifier.
3. Add the MD modifier to your base MD.
4. Add +1 at 1<sup>st</sup> level (and increase by +1 for each class level).

### Initiative

Your Initiative bonus is a d20 check, not a static value.

1. Start with your Dexterity modifier.
2. Add +1 at 1<sup>st</sup> level (and increase by +1 at each additional class level).

### Recoveries & Recovery Dice

Most characters start the game with 8 recoveries. (See Recoveries.) Some classes and talent choices may give you more recoveries.

Each class also has a different recovery die, usually a d6, d8, or d10, as specified in the class write-up. When you roll a recovery, you'll roll a number of recovery dice equal to your level and add your Constitution modifier.

### Attacks and Powers

You calculate attack and damage rolls based on the ability scores favored by your class or by the specific powers you choose within your class. Most classes use one specific ability score for most of their attacks. See Classes for more information.

## One Unique Thing

Your character's One Unique Thing (their *unique*) is a special feature invented by you, the player, which sets your character apart from every other hero. It is a unique and special trait to your player, and markedly unusual. The intent is that it provides a special flavor to the campaign and can assist the GM in determining how your character can interact with characters and story in the campaign.

Your character's *unique* should not provide general practical value in combat. That is not the intent. The intent is to open up story arcs and fun roleplaying opportunities.

## Icon Relationships

Your character's relationship with icons is an important way to draw him or her into your game world. An icon may have its own champions and heroes (including you) to advance its cause in the game world.

### Relationship Points

At 1<sup>st</sup> level, each character gets 3 relationship points. Each point represents one d6 to be used when trying to leverage your connection to the icon. (See Using Icon Relationships.)

The number of points you invest in a relationship with an icon doesn't necessarily correlate with the closeness of the connection or the strength of the relationship. It does correlate with the utility of the relationship. It's not necessarily about how well the icon knows you or how strong the icon feels about you. Instead, the points reflect the chance that your relationship will be helpful to you.

The Icons Relationships Master Chart summarizes the likely roleplaying and story-oriented consequences of positive, conflicted, and negative relationships with heroic, ambiguous, and villainous icons.

### Icon Relationships Master Chart

Icon	Positive Relationship	Conflicted Relationship	Negative Relationship
Heroic Icon	<p>Spend 1, 2, or 3 points.</p> <p>As far as this icon is concerned, you're one of the good guys, a white-hat hero. Authorities often help you, and civilians often trust you. On the down side, you may be called on to serve representatives of the icon even when you have other plans. You might also be a target of villainous icons or this heroic icon's rivals.</p>	<p>Spend 1, 2, or 3 points.</p> <p>You're probably one of the good guys, but for some reason you're suspect to the icon. Maybe you're a convict who has served his time, or an imperial soldier who was too good and got drummed out of his legion. You have insider knowledge and allies who are in good with the icon, but you also have enemies associated with the icon.</p>	<p>Spend 1 point.</p> <p>In the icon's eyes, you're a dissident, opponent, rival, or foe. You may have contacts or inside knowledge that you can use to your advantage, but some form of trouble waits for you wherever this heroic icon has influence.</p>
Ambiguous Icon	<p>Spend 1, 2, or 3 points.</p> <p>Thanks to your relationship with the icon, you are a hero to some, a villain to others, and possibly even a monster to a few. The enemies of your friends may turn out to be your friends, and vice versa. Advantages and complications will come from all sides.</p>	<p>Spend 1, 2, or 3 points.</p> <p>Your relationship with the icon is complex, an uneven relationship with an icon who's a hero to some and a villain to others. One way or another, you can find help or hostility anywhere. You don't just live in interesting times—you create</p>	<p>Spend 1 or 2 points.</p> <p>Your enmity with this icon makes you some enemies, but it also makes you some useful friends. You may be a dissenter, unwanted family member, or even a traitor in some way.</p>

		them.	
<b>Villainous Icon</b>	<b>Spend 1 point.</b>  You are able to gain secrets or secretive allies, but your connection to this icon brings trouble from people associated with the heroic icons who oppose the villain. Be prepared to justify why you're not imprisoned, interrogated, or otherwise harassed by the heroic icons and their representatives whenever they encounter you. Or for that matter, by the other PCs.	<b>Spend 1 or 2 points.</b>  You mostly work against the icon, but you're also connected to the icon in a way you can't deny. Your connection sometimes gives you special knowledge or contacts, but it also makes you suspect in the eyes of many right-minded would-be heroes.	<b>Spend 1 or 2 points.</b>  You mostly work against the icon, but you're also connected to the icon in a way you can't deny. Your connection sometimes gives you special knowledge or contacts, but it also makes you suspect in the eyes of many right-minded would-be heroes.

This chart assumes that you're playing a heroic character. A villainous character will need to swap the maximums between heroic and villainous icons.

### Rolling Icon Relationship Dice

To check your icon relationship (your relationship with a particular icon), roll a d6 for each point you have in the relationship. This means that you will usually roll 1, 2, or 3 dice. (At epic level, it may be 4.)

If any die is a 6, you get some meaningful advantage from the relationship without having complications. If two or three dice come up 6, that's even better.

If any die is a 5, your connection to the icon is going to work out as well as a 6 would, but with some unexpected complication. If it's a good icon, you might be drawn into some obligation. If it's a villainous icon, you might attract unwanted attention.

Rolling 5s when you also rolled 6s should make life both interesting and advantageous!

### Icons' Organizations

Icons are usually not directly part of the campaign. They rarely make an appearance personally, except perhaps at epic level. Most of the time, interacting with an icon means that you're actually interacting with his or her lower-level functionaries, acolytes, disciples, bureaucrats, lieutenants, barons, priests, etc. In fact, any level of relationship with an icon can be enough to get you noticed by other people who are connected to that icon.

### Using Icon Relationships

The most straightforward way to use your relationship points is on positive or conflicted connections that generally provide you with outright assistance and useful information.

Negative relationships usually provide inside knowledge, special skills, opportunistic allies, and possibly some sort of supernatural advantage against a villain.

Often you might find that enemies of your rival see you as an opportunity to strike against that mutual enemy. You might get help, wealth and resources, and even magic items from quite unexpected sources, some of which may not be entirely to your liking.

In addition to aid from others, icon relationships provide characters with special knowledge.

A negative relationship with a thoroughly villainous icon is more in keeping with the heroic lifestyle, but you should expect that the assistance you get from a negative relationship may end up being more directly confrontational than more conventional conflicted and positive relationships.

### Changing Relationships

When your character achieves champion level (5<sup>th</sup>), you gain an extra relationship point. Use it to increase an existing relationship by one die or gain a 1-point relationship with a new icon to match your character's story thus far. You can save the extra relationship die and decide to apply it later.

At 5<sup>th</sup> level, or any time thereafter, you can switch an existing relationship point from one icon to another, including to a new icon. You owe the GM and other players an entertaining explanation of what this big change represents for your character personally, of course.

When you reach epic level (8<sup>th</sup>), you gain another relationship point, which you can use to increase an existing icon relationship by one die, including up to 1 point over maximum. As at 5<sup>th</sup> level, if switching a relationship point from one icon to another makes sense for your 8<sup>th</sup> level character, go for it.

### Backgrounds & Skill Checks

Backgrounds represent pieces of your character's history that contributes to your character's history as well as their ability to succeed with non-combat skills.

Each character has a number of points to allocate to a set of backgrounds. These are broad categories of experience (cat burglar, for example) rather than specific implementations of that experience (climbing and hiding).

Backgrounds don't sync to a specific ability score, though some backgrounds obviously may get used more often with certain ability scores than others.

### Assigning Background Points

Each character gets 8 background points, plus any extra that your class's talents award. Assign your background points to as many backgrounds as you want, up to your total points. You can assign a maximum of 5 points to a single background (and minimum of 1).

### Making Skill Checks

When you roll a skill check to find out if you succeed at a task or trick, the GM tells you which ability score is being tested. Then you choose the background you think is relevant to gain the points you have in that background as a bonus to the skill check.

Most skill checks require you to equal or beat a Difficulty Class (DC), set by the environment you are operating in, to succeed.

To make a skill check, use this formula:

$$D20 + \text{relevant ability modifier} + \text{level} + \text{relevant background points}$$

Vs.

*DC set by the environment*

You can't apply multiple backgrounds to the same check; the background with the highest (or tied for highest) bonus applies.

### Choosing Your Backgrounds

Choose backgrounds that help you make sense of your characters past, jobs, and settings. Background and skill use is meant to be about fun in-character methods of attempting to advance the plot.

A few possible backgrounds include: acrobat, alchemist, animal trainer, architect, aristocratic noble, assassin, chef, con-woman, goblin exterminator, hunted outlaw, knight errant, magecraft, priest, refugee, scout, shepherd, soldier, spy, temple acolyte, thief, torturer, transformed animal, traveling martial arts pupil, tribal healer, tunnel scout, wandering minstrel, warrior poet, and so on.

### Choose the Relevant Ability Score

For players, the point of this background/skill system is to encourage roleplaying and creative solutions to problems. Not every problem can be solved by your dominant abilities. For the GM, it's the chance to make all of the ability scores matter at one time or another.

### Natural 20s and Fumbles with Skill Checks

When a PC rolls a natural 20 with a skill check, the GM should feel free to give that character much more success than the player expected.

When a PC rolls a 1 with a skill check, the skill check fumbles and fails, perhaps in a particularly bad way. But a failure isn't always entirely terrible....

### Fail Forward!

Outside of battle, when failure would tend to slow action down rather than move the action along, instead interpret it as a near-success or event that happens to carry unwanted consequences or side effects. The character probably still fails to achieve the desired goal, but that's because something happens on the way to the goal rather than because nothing happens. In any case, the story and action still keep moving.

### Background/Skill Advancement

All your skill checks increase by 1 when you level up. If you want even better skill checks, take the Further Backgrounding feat.

If you just want to move around the bonuses you already have to show how your character is changing, you can move one background point around among your current backgrounds each time you gain a level, or swap the point into an entirely new background, with the GM's permission.

### Feats

Characters choose a feat at 1<sup>st</sup> level, and at every subsequent level.

Feats appear in three tiers: adventurer feats, champion feats, and epic feats. Adventurer feats are available to any character between level 1 and level 10. Champion feats are available starting at level 5. Epic feats are available starting at level 8.

### Feats per Level

Level	Player Character
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1	1 adventurer
2	2 adventurer
3	3 adventurer
4	4 adventurer
5	4 adventurer 1 champion
6	4 adventurer 2 champion
7	4 adventurer 3 champion
8	4 adventurer 3 champion 1 epic
9	4 adventurer 3 champion 2 epic
10	4 adventurer 3 champion 3 epic

Since humans start with an additional feat at 1<sup>st</sup> level, add one to the number of adventurer feats humans possess all the way up the chart.

Most of the feats in the game are attached to specific class talents, attacks, and spells. If a feat is attached to a talent, power, or spell, you must have the talent, power, or spell in order to choose the feat. When there is more than one feat attached to a specific talent or power, you have to choose the lower tier feats before you pick up the higher tier feats.

### General Feats

These are general feats available to any character. A character can't take a specific feat more than once. A few general feats only have adventurer-tier versions; others also have champion- and epic-tier versions that can be added later in your career.

### *Further Backgrounding*

#### Adventurer Tier

Add a total of 2 points to backgrounds you already have, or choose 2 points of new backgrounds that make sense for your character. You still can't go over the 5-point-per-background maximum.

#### Champion Tier

Add a total of 3 points to backgrounds you already have, or choose 3 points of new backgrounds that make sense for your character. You still can't go over the 5-point-per-background maximum.

#### Epic Tier

Add a total of 2 points to backgrounds you already have, or choose 2 points of new backgrounds that make sense for your character. These points can take one of your backgrounds over 5, to a maximum of 7.

### *Improved Initiative*

Adventurer Tier: Gain a +4 bonus to Initiative checks.

### *Linguist*

Adventurer Tier: This feat allows you to speak enough arcana, dwarven, elven, gnomish, gnoll, goblin, orcish, and other standard humanoid languages to comprehend enough of what most other humanoids are saying or screaming during battle. You are not fluent in all these languages, no one will mistake you for a native speaker, and your vocabulary is adventurer-centric (heavy on words connected to danger rather than philosophy or emotions).

You can also read enough to get by in all these languages.

### *Champion Tier*

You can speak, read, and write all the humanoid languages fluently. Stranger languages are no problem for you either. If someone is speaking it, you can figure it out.

### *Precise Shot*

Adventurer Tier: When your ranged attack targets an enemy who is engaged with an ally, you have no chance of hitting that ally.

### *Rapid Reload*

Adventurer Tier: Reloading a heavy crossbow now takes only a quick action. Reloading a hand or light crossbow is a free action.

### *Reach Tricks*

Once per battle, tell the GM how you are using your weapon's reach to perform an unexpected stunt with a reach weapon such as a longspear or halberd. To use the stunt, you must roll a 6+ on a d20.

### *Ritual Casting*

Adventurer Tier: You can cast any spells you know as rituals. Classes that are already ritual casters (cleric, wizard) don't need this feat. (See Rituals for ritual casting rules.)

### *Skill Escalation*

Adventurer Tier: Twice per day, you can add the escalation die to one of your skill checks. Choose after you roll the check.

### *Strong Recovery*

Adventurer Tier: When you roll recovery dice, reroll one of the dice and use the higher result. At 5<sup>th</sup> level, reroll two of the dice. At 8<sup>th</sup> level, reroll three.

### *Toughness*

Adventurer Tier: You get additional hit points equal to half your baseline class hit points (rounded down). At 5<sup>th</sup> level, the total hp bonus increases to your baseline hp value. At 8<sup>th</sup> level, the total hp bonus increases to double your baseline hp value.

## Feat Lists

### *General Feats*

Feat Name	Pre-Req	Tier: Why You'd Want It
Further Backgrounding	None	A: Add 2 total points to your backgrounds, or 2 new points of backgrounds.



Further Backgrounding	None	C: Add 3 total points to your backgrounds, or 3 new points of backgrounds.
Further Backgrounding	None	E: Add 2 total points to your backgrounds, or 2 new points of backgrounds. You can raise one background to 7.
Imp. Initiative	None	A: +4 to initiative checks.
Linguist	None	A: Speak all normal humanoid languages well enough.
Linguist	None	C: Speak, read, and write normal languages fluently; and speak bizarre languages no one else can deal with.
Precise Shot	None	A: Ranged attacks won't hit engaged allies.
Rapid Reload	None	A: Quick action to reload heavy crossbow; free action to reload light or hand crossbow.
Reach Tricks	None	A: Once per battle, use a reach weapon in a special way.
Ritual Casting	None	A: Cast spells you know as rituals.
Skill Escalation	None	A: Add the escalation die to your skill checks after seeing roll; 2/day.
Strong Recovery	None	A: Reroll one die when rolling recovery dice. At 5 <sup>th</sup> level, reroll 2 dice. At 8 <sup>th</sup> level, reroll three dice.
Toughness	None	A: Gain bonus hp equal to half your class baseline hp; improves at 5 <sup>th</sup> and 8 <sup>th</sup> level.

### Racial Feats

Power Affected	Pre-Req	Tier: Why You'd Want It
Cruel	Dark Elf	C: Once per day, use <i>cruel</i> to deal 5 ongoing damage per level against a target you miss or you roll a natural odd attack roll against (even a 1).
Breath Weapon	Dragonoid	C: <i>Breath weapon</i> now targets 1d3 enemies in a nearby group.
That's Your Best Shot?	Dwarf	C: If escalation die is 2+, the <i>best shot</i> recovery is free.
Heritage of the Sword	Elf	A: Use d6 and d8 swords without penalties; or if already able to use such swords without penalties, +2 melee damage.
Confounding	Gnome	C: Target of <i>confounding</i> is weakened instead of dazed.
Surprising	Half-Elf	C: Use <i>surprising</i> an extra time, but only to change a nearby ally's d20 roll.
Evasive	Halfling	C: The foe's reroll when you use <i>evasive</i> takes a -5 penalty.
Lethal	Half-Orc	C: If <i>lethal</i> attack reroll is 16+, use <i>lethal</i> again that battle.
Highblood Teleport	High Elf	C: When you teleport, deal damage equal to twice your level to engaged enemy.
Halo	Holy One	C: <i>Halo</i> now activates whenever you heal using a recovery.
Quick to Fight	Human	C: Increase escalation die by +1 when you roll natural 19 or 20 for initiative.
Never Say Die	Forgeborn	C: When you roll 16+ on your <i>never say die</i> save, take an extra standard action next turn.
Curse of Chaos	Tiefling	C: Use <i>curse of chaos</i> for free when a nearby enemy gets a natural 1 attack roll.
Elven Grace	Wood Elf	C: Start your <i>elven grace</i> rolls with a d4 instead of a d6.

### Barbarian Feats

Power Affected	Pre-Req	Tier: Why You'd Want It
Barbarian Rage	Class	A: When esc die is 4+, start raging for free as a quick action.
Barbarian Rage	Class	C: Now start raging for free when esc. die is 3+.
Barbarian Rage	Class	E: Now start raging for free when esc. die is 2+.
Anc. Warband	Talent	E: The warband fights for 1 round even after you are unconscious.
Barbaric Cleave	Talent	A: Gain +2 bonus to Barbaric Cleave attacks, and on a hit with Barbaric Cleave, you can heal using a recovery.
Barbaric Cleave	Talent	C: You can move for free before using a Barbaric Cleave attack.
Barbaric Cleave	Talent	E: Use Barbaric Cleave as often as you want in one battle.
Building Frenzy	Talent	A: The bonus damage dice are now d6s instead of d4s.
Building Frenzy	Talent	C: The bonus damage dice are now d10s instead of d6s.
Building Frenzy	Talent	E: Use Building Frenzy twice per day now.
Natural Will	Talent	A: Use Natural Will twice per day now.
Natural Will	Talent	C: Bonus increases to +4 MD.

Natural Will	Talent	E: Use Natural Will as a free action, even as a reaction to an attack.
Relentless	Talent	E: Gain resist damage 12+ until next turn after you crit.
Slayer	Talent	A: Gain +2 bonus to Slayer attacks.
Slayer	Talent	C: Once per battle, deal Slayer damage on a miss.
Slayer	Talent	E: Gain 20 temp hp when your Slayer attack drops a non-mook enemy.
Strongheart	Talent	A: Increase your maximum recoveries by 1.
Strongheart	Talent	C: You gain +1 PD and when you heal using a recovery, you can roll a save.
Strongheart	Talent	E: Increase your maximum recoveries by 1 (2 total).
Unstoppable	Talent	A: The recovery from your Unstoppable attack is free.
Unstoppable	Talent	C: Add 2 x Con mod to the total healing from the Unstoppable recovery.
Unstoppable	Talent	E: Use Unstoppable twice per battle now.
Violence	Talent	C: Deal half damage with missed attacks when you use Violence.
Violence	Talent	E: Attack roll bonus using Violence increases to +1d6 from +1d4.
Whirlwind	Talent	A: Deal normal miss damage with missed Whirlwind attacks.
Whirlwind	Talent	C: Penalty to AC and PD from Whirlwind is now -2. Disengage attempts after using Whirlwind succeed automatically.
Whirlwind	Talent	E: Use Whirlwind anytime during your turn now.

### Bard Feats

Power Affected	Pre-Req	Tier: Why You'd Want It
Bardic Songs	Class	A: Songs continue for one round when you are silenced, stunned, or unconscious.
Battle Cries	Class	A: Use your 1 <sup>st</sup> or 3 <sup>rd</sup> level battle cries without making a melee attack.
Balladeer	Talent	A: First time you use the ballad-created relationship, 5s become 6s. +2 to Balladeer checks.
Balladeer	Talent	C: Sing two ballads a day.
Balladeer	Talent	E: Gain 3 or 4 bonus dice at the cost of an equal number of cursed dice with each enemy.
Battle Skald	Talent	A: Once per day, use battle cries on yourself.
Battle Skald	Talent	C: Battle cries used on yourself also help an ally.
Battle Skald	Talent	E: Once per battle, reroll an attack meant to trigger a battle cry.
Jack of Spells	Talent	A: Gain 3 cantrips if you choose wizard; gain <i>dancing lights</i> if you choose sorcerer. Also use Charisma for attack and damage bonuses with the spell you've jacked.
Jack of Spells	Talent	C: Jack another spell from a second other spell-casting class.
Jack of Spells	Talent	E: Jack another spell from a third other spell-casting class.
Hang Tough!	Battle cry	A: If the ally is staggered, double <i>hang tough</i> temporary hp.
Hang Tough!	Battle cry	C: Add your level to the temporary hp (before any doubling for being staggered).
Hang Tough!	Battle cry	E: You can be the target of <i>hang tough</i> .
It's All Yours!	Battle cry	A: Your ally's attack also deals +1d6 damage.
It's All Yours!	Battle cry	C: Damage bonus increases to +3d6.
It's All Yours!	Battle cry	E: Damage bonus increases to +3d12.
Move It!	Battle cry	A: Your allies gain a +2 bonus to <i>move it</i> disengage checks.
Move It!	Battle cry	C: Bonus increases to +5.
Move It!	Battle cry	E: Ally can pop free of one enemy automatically before rolling disengage.
Pull It Together!	Battle cry	A: Target ally also heals +1d4 hp per point of escalation die.
Pull It Together!	Battle cry	C: Battle cry now triggers on any natural even roll; healing increases to +1d6 per point.
Pull It Together!	Battle cry	E: Use the battle cry 3 times per battle; healing increases to +1d10 per point.
Stay Strong!	Battle cry	A: The AC bonus also applies to PD.
Stay Strong!	Battle cry	C: The AC bonus also applies to MD.
Stay Strong!	Battle cry	E: Bonus increases to +4.
The Time Is Now	Battle cry	E: The battle cry now triggers on a natural 18+ instead of 19+.
They Fall Before Us!	Battle cry	E: The battle cry now triggers on a natural 19+ instead of 20+.
Victory is Ours!	Battle cry	C: Trigger is now 3+ on the escalation die instead of 5+.
Victory is Ours!	Battle cry	E: Allies' damage bonus is now +3d12.
We Need You!	Battle cry	A: The battle cry save now gets a +1 bonus.

We Need You!	Battle cry	C: Save bonus increases to +2.
We Need You!	Battle cry	E: If escalation die is 3+, two allies can roll a save.
Arrow of Verse	Spells & Songs	C: Recharge after battle is now 11+.
Arrow of Verse	Spells & Songs	E: Bonus dice and miss dice are now d12s.
Battle Chant	Spells & Songs	A: Use d6s instead of d4s for <i>battle chant</i> damage.
Battle Chant	Spells & Songs	C: Once per day, expend a recovery to reroll a <i>battle chant</i> attack.
Battle Chant	Spells & Songs	E: One battle per day, use d10s instead of d6s for <i>battle chant</i> damage.
Befuddle	Spells & Songs	A: Recharge check for <i>befuddle</i> now 6+.
Befuddle	Spells & Songs	C: Target of <i>befuddle</i> now only needs to be in sight.
Befuddle	Spells & Songs	E: On a hit, the confusion effect is now save ends.
Overworld Two-Step	Spells & Songs	C: Recharge check is 11+.
Overworld Two-Step	Spells & Songs	E: Far away allies can now also have their positions swapped.
Song of Thunder	Spells & Songs	C: Number of targets increases to 2d4.
Song of Thunder	Spells & Songs	E: Two of the targets can now be far away.
Soundburst	Spells & Songs	A: On a natural even hit, the dazed effect is now save ends.
Soundburst	Spells & Songs	C: Spell is now recharge 16+ after battle.
Soundburst	Spells & Songs	E: Spell now targets 1d4 + 1 enemies in a group.
Vicious Mockery	Spells & Songs	A: Hit effect is now a save ends effect.
Vicious Mockery	Spells & Songs	C: Recharge check for <i>vicious mockery</i> now 6+.
Vicious Mockery	Spells & Songs	E: Natural even miss doesn't expend <i>vicious mockery</i> .
Wild Heal	Spells & Songs	A: <i>Wild heal</i> is now recharge 16+ after battle.
Wild Heal	Spells & Songs	C: Add a third random target.
Wild Heal	Spells & Songs	E: <i>Wild heal</i> effect now provides free recoveries.

### Cleric Feats

Power Affected	Pre-Req	Tier: Why You'd Want It
Heal	Class	A: Target can now be nearby instead of ally you're next to.
Heal	Class	C: If target is unconscious, add 1d10 x your Cha mod to recovery.
Heal	Class	E: Add +30 hp to recovery if you're next to target.
Domain: Healing	Talent	A: Allies you heal can use your recoveries instead.
Domain: Healing	Talent	C: Invocation of healing provides 2 extra uses of <i>heal</i> that battle.
Domain: Healing	Talent	E: Allies you heal add triple your level hp instead of double.
Domain: Justice OR Vengeance	Talent	A: You can give the reroll blessing to yourself.
Domain: Justice OR Vengeance	Talent	C: When you gain a reroll blessing, gain two blessings instead of one.
Domain: Justice OR Vengeance	Talent	E: Gain a +4 bonus to the rerolled attack.

Dom: Knowledge OR Lore	Talent	A: Once per day, change knowledge skill roll to natural 20.
Dom: Knowledge OR Lore	Talent	C: Now use a d4 for invocation instead of d6.
Dom: Knowledge OR Lore	Talent	E: Gain a positive relationship point with different random icon each day.
Domain: Life OR Death	Talent	A: The death save bonus is now +2.
Domain: Life OR Death	Talent	C: Each battle, the first nearby ally that becomes staggered gains hit points equal to double your level.
Domain: Life OR Death	Talent	E: You gain one free use of <i>resurrection</i> .
Domain: Love OR Beauty	Talent	C: You gain a two-dice conflicted icon relationship instead.
Dom: Protection OR Community	Talent	A: One ally can roll a save each time you target allies with a spell.
Domain: Strength	Talent	A: Once per battle, deal bonus damage with melee attack, d4s equal to Strength modifier or level, whichever is higher.
Domain: Strength	Talent	C: Damage bonus dice are now d8s instead of d4s.
Domain: Strength	Talent	E: Once per day, the damage bonus dice are d20s instead of d8s.
Domain: Sun or Anti-Undead	Talent	A: Your attacks dealing holy damage gain a +1 damage bonus per tier.
Domain: Sun or Anti-Undead	Talent	C: Gain a +2 bonus to all defenses against attacks by undead.
Domain: Sun or Anti-Undead	Talent	E: The Sun/Anti-Undead invocation also affects your allies' spells.
Domain: Trickery OR Illusion	Talent	C: Your trick die can now be used for any d20 roll.
Domain: Trickery OR Illusion	Talent	E: You get a free use of the trick die when the escalation die reaches 3+.
Domain: War OR Leadership	Talent	A: The domain power works with any attack now.
Domain: War OR Leadership	Talent	C: The attack bonus can now apply to multiple enemies you attack.
Domain: War OR Leadership	Talent	E: Your allies also get a damage bonus against the enemies you attack equal to double your Cha mod.
Circle of Prot	Spells	E: Spell is now recharge 16+ after battle instead of daily.
Combat Boon	Spells	A: The <i>combat boon</i> save automatically succeeds if the attack is a crit.
Combat Boon	Spells	C: Ally can roll a save even if attack misses.
Javelin of Faith	Spells	A: Deals +1d6 damage vs. undamaged target. Increases at each tier.
Javelin of Faith	Spells	C: Spell can now target far away enemy with -2 attack penalty.
Javelin of Faith	Spells	E: Make the spell's attack a second time when roll a natural 18+.
Judgment	Spells	C: Spell now deals half damage on a miss.
Judgment	Spells	E: Spell is now recharge 16+ after battle instead of daily.
Mighty Healing	Spells	C: This spell is now a close-quarters spell.
Prayer for Readiness	Spells	E: This spell is now a quick action to cast.
Spirits of the Righteous	Spells	C: You also gain the AC bonus.
Turn Undead	Spells	A: You can expend <i>turn undead</i> to gain an extra use of <i>heal</i> for one battle.
Turn Undead	Spells	C: Target demons or undead with <i>turn undead</i> .
Turn Undead	Spells	E: Increase target hp limit by 100 hp.

### Fighter Feats

Power Affected	Pre-Req	Tier: Why You'd Want It
Extra Tough	Class	A: Gain an additional recovery.
Threatening	Class	A: Deal damage to enemies that fail to disengage from you equal to your Dex or Con mod; increases at 5 <sup>th</sup> and 8 <sup>th</sup> level.
Threatening	Class	C: Non-mook enemies that fail to disengage from you are vulnerable.
Cleave	Talent	A: You can move to reach a new target before using your Cleave attack.
Cleave	Talent	C: Use Cleave twice each battle now (but only once per round).
Cleave	Talent	E: Gain a +4 bonus with Cleave attacks.
Comeback Strike	Talent	A: You don't take the -2 penalty for Comeback Strike attacks.
Comeback Strike	Talent	C: Once per day, use Comeback Strike twice in a battle.

Comeback Strike	Talent	E: Gain a +4 bonus with Comeback Strike attacks.
Counter-Attack	Talent	A: Counter-Attack attack now deals full damage.
Counter-Attack	Talent	C: Use Counter-Attack once per turn instead of per round.
Counter-Attack	Talent	E: Use Counter-Attack when escalation die is 3+.
Deadeye Archer	Talent	A: Spend a quick action before attack to add your Dex mod to the damage if you miss.
Deadeye Archer	Talent	C: Once per battle, your crit range with a ranged attack expands by +4.
Deadeye Archer	Talent	E: Your crit range with ranged weapon attacks expands by +1.
Heavy Warrior	Talent	A: Once per day, use Heavy Warrior twice in a battle.
Heavy Warrior	Talent	C: Heavy Warrior now works against an attack vs. PD.
Heavy Warrior	Talent	E: Once per day, reroll a recharge roll for a magic armor power.
Power Attack	Talent	A: Deal Power Attack damage even if you miss.
Power Attack	Talent	C: One battle per day, use Power Attack twice in a battle.
Power Attack	Talent	E: Power Attack damage dice increase to 1d6 (1-H) or 1d8 (2-H).
Skilled Intercept	Talent	A: You can pop free from up to 2 enemies when using Skilled Intercept.
Skilled Intercept	Talent	C: Add escalation die to Skilled Intercept saves.
Skilled Intercept	Talent	E: You do not take opportunity attacks while using Skilled Intercept.
Tough as Iron	Talent	A: Once per day, rally a second time in the same battle using a quick action.
Tough as Iron	Talent	C: Increase your total recoveries by 2.
Tough as Iron	Talent	E: Gain another use of Tough As Iron when you roll a natural 20 with an attack.
A Dozen Cuts	Maneuver	C: Once per battle, trigger <i>a dozen cuts</i> with a natural odd hit.
Brace for It	Maneuver	A: <i>Brace for it</i> now works against any type of attack.
Brace for It	Maneuver	C: <i>Brace for it</i> now works any number of times before your next turn.
Carve an Opening	Maneuver	C: Crit range expands by +2 instead of +1.
Combat Mastery	Maneuver	E: <i>Combat mastery</i> now triggers on any natural even hit.
Deadly Assault	Maneuver	A: Effect now let's you reroll 1s and 2s for damage.
Deadly Assault	Maneuver	C: <i>Deadly assault</i> now triggers on any natural 17+.
Defensive Fighting	Maneuver	A: AC bonus also applies to PD.
Defensive Fighting	Maneuver	C: Bonus increases to +3.
Defensive Fighting	Maneuver	E: AC bonus also applies to MD.
Heavy Blows	Maneuver	C: Triggers on any miss if using two-handed weapon.
Heavy Blows	Maneuver	E: Add double (1-H) or triple (2-H) the escalation die to miss damage.
Hero's Skill	Maneuver	C: Add +4 instead of +2.
Hero's Skill	Maneuver	E: The damage is no longer halved if the attack hits.
Never Surrender	Maneuver	E: Gain a +2 bonus to your <i>never surrender</i> save.
Precision Attack	Maneuver	A: <i>Precision attack</i> now works with ranged attacks.
Punish Them	Maneuver	A: Stop the movement of the target of your <i>punish them</i> attack.
Punish Them	Maneuver	C: Dazed effect is now a save ends effect (11+).
Punish Them	Maneuver	E: Dazed effect is now weakened (11+ save ends).
Second Shot	Maneuver	C: The <i>second shot</i> attack only takes a -2 penalty.
Set 'em Up	Maneuver	E: The crit range bonus now also applies to any ally who attacks the target while you are engaged with the target.
Shield Bash	Maneuver	A: Can pop the target free of your allies.
Shield Bash	Maneuver	C: Once per battle, daze your <i>shield bash</i> target if it's staggered.
Spinning Charge	Maneuver	E: Your <i>spinning charge</i> attack deals full damage is esc die is 3+.
Steady Now	Maneuver	C: Gain temporary hp equal to double your Con mod instead.
Strong Guard	Maneuver	C: AC bonus also applies to PD.
Strong Guard	Maneuver	E: Bonus increases to +3.
Sword of Destiny	Maneuver	E: Now trigger <i>sword of destiny</i> with a natural 18+ if the esc die is 3+.
Two-Weapon Pressure	Maneuver	C: The attack bonus increases to +4.

### Paladin Feats

Power Affected	Pre-Req	Tier: Why You'd Want It
Smite Evil	Class	A: Gain a +4 attack bonus with Smite Evil attacks.
Smite Evil	Class	C: Add a total of +2d12 damage with Smith Evil.
Smite Evil	Class	E: Add a total of +4d12 damage with Smite Evil.
Bastion	Talent	A: Increase your total recoveries by 1.
Bastion	Talent	C: Once per day, use Bastion twice in a battle.

Bastion	Talent	E: Your ally takes no damage; you still take half.
Cleric Training	Talent	A: Use your Charisma as the attack ability for cleric spells.
Cleric Training	Talent	C: Cast the cleric's <i>heal</i> spell twice per day.
Cleric Training	Talent	E: Choose 2 cleric spells to gain instead of one.
Fearless	Talent	A: Gain a +1 bonus to death saves.
Fearless	Talent	C: Gain a +1 bonus to all saves except death saves.
Fearless	Talent	E: Nearby allies gain a +1 bonus to death saves.
Implacable	Talent	A: You gain a +1 bonus to saves.
Implacable	Talent	C: Once per turn, you can take damage equal to your level to reroll a save.
Implacable	Talent	E: You gain a +1 bonus to Physical Defense and a +1 bonus to Mental Defense.
Lay on Hands	Talent	A: Add twice your Cha mod to Lay on Hands healing.
Lay on Hands	Talent	C: Lay on Hands healing uses a free recovery instead of one of your own.
Lay on Hands	Talent	E: Two additional uses of Lay on Hands each day.
Paladin's Chal	Talent	A: The attack and disengage penalty is equal to -4 or to the esc. die, whichever is higher
Paladin's Chal	Talent	C: You can have two enemies challenged at same time.
Paladin's Chal	Talent	E: Enemies you challenge are vulnerable to your attacks.
Path of URE	Talent	A: Once per day, reroll relationship dice with a good or ambiguous icon.
Path of URE	Talent	C: Your melee and ranged attacks deal holy damage.
Path of URE	Talent	E: Gain 1 relationship point with a good or ambiguous icon.
Way of Evil Basd	Talent	A: Once per day, reroll relationship dice with evil or ambiguous icon.
Way of Evil Basd	Talent	C: When your Smite Evil attack kills 3 or more mooks, you don't expend it.
Way of Evil Basd	Talent	E: Gain 1 relationship point with an evil or ambiguous icon.

### Ranger Feats

Power Affected	Pre-Req	Tier: Why You'd Want It
Archery	Talent	A: Gain +2 attack bonus and +1 crit range to Archery rerolls.
Archery	Talent	C: Once per day, use Archery twice in a battle.
Archery	Talent	E: Once per day, turn a hit with a ranged attack into a crit.
Double Melee Attack	Talent	A: Gain a +2 bonus with your second attack, if it's against a different target.
Double Melee Attack	Talent	C: Once per battle, use Double Melee Attack after an odd attack roll.
Double Melee Attack	Talent	E: Pop free of one enemy before a Double Melee Attack roll. Use your move action in between attacks.
Double Ranged Attack	Talent	A: Gain a +2 bonus with your second attack, if it's against a different target.
Double Ranged Attack	Talent	C: Once per battle, use Double Ranged Attack after an odd attack roll.
Double Ranged Attack	Talent	E: Pop free of one enemy before a Double Ranged Attack roll. Use your move action in between attacks.
Favored Enemy	Talent	A: Change your favored enemy during a full heal-up.
Favored Enemy	Talent	C: Your crit range vs. favored enemies expands by 1.
Favored Enemy	Talent	E: Choose a second non-humanoid type as favored enemy.
Fey Queen's Enchantments	Talent	A: Choose which ability score to use for sorcerer spells you cast.
Fey Queen's Enchantments	Talent	C: You can choose from sorcerer at-will spells.
Fey Queen's Enchantments	Talent	E: Gain an additional sorcerer spell.
First Strike	Talent	A: The crit range of your First Strike attacks expands by 1.
First Strike	Talent	C: Once per day, deal triple damage with a First Strike crit.
First Strike	Talent	E: Whenever you hit with a First Strike attack, you can reroll damage and take the best result.
Lethal Hunter	Talent	A: Your crit range of Lethal Hunter attacks expands by 1.
Lethal Hunter	Talent	C: Once per day, use Lethal Hunter against two enemies.
Lethal Hunter	Talent	E: If the escalation die is 3+, your Lethal Hunter crits deal triple damage.
Ranger ex Cathedral	Talent	A: Cast the cleric class feature <i>heal</i> spell once per battle.
Ranger ex Cathedral	Talent	C: You can choose from cleric at-will spells.
Ranger ex Cathedral	Talent	E: Gain an additional cleric spell.
Ranger's Pet	Talent	A: Your pet gains a third ability.



Ranger's Pet	Talent	C: Your pet gains a fourth ability.
Ranger's Pet	Talent	E: Your pet gains a fifth ability.
Tracker	Talent	A: Use terrain stunt now in urban environments.
Tracker	Talent	C: You can now track equally well in urban areas.
Tracker	Talent	E: You can now track flying, teleporting, and other difficult to find creatures.
2-Weap Mastery	Talent	A: Add your level to damage with missed melee attacks.
2-Weap Mastery	Talent	C: Make an opportunity attack against an enemy who rolls a natural 1 against you with a melee attack.
2-Weap Mastery	Talent	E: One battle per day, add twice your level to damage with missed attacks.
Animal Comp	Companion	A: Once per day, companion can attack twice in a round.
Animal Comp	Companion	A: Once per day, companion can make an enemy disengage check fail.
Animal Comp	Companion	A: Once per day, reroll a companion's missed attack.
Animal Comp	Companion	A: Your companion adds the escalation die to its attacks.
Animal Comp	Companion	C: Once per day, companion can force a reroll that hits it.
Animal Comp	Companion	C: Your Lethal Hunter talent also applies to companion.
Animal Comp	Companion	C: Increase companion's PD and MD by +1.
Animal Comp	Companion	E: Increase companion's damage die by one size.
Animal Comp	Companion	E: Increase companion's AC by +1.
Bear	Companion	C: Gains twice its level in temporary hp with each hit.
Snake	Companion	C: Companion's ongoing damage increases to 3 x your level.
Snake	Companion	E: Companion's ongoing damage increases to 4 x your level.

### Rogue Feats

Power Affected	Pre-Req	Tier: Why You'd Want It
Sneak Attack	Class	A: Sneak Attack now works against lower initiative enemies in first round.
Sneak Attack	Class	C: Sneak Attack now works against confused, dazed or weakened enemies.
Sneak Attack	Class	E: Once per battle, replace normal miss damage with Sneak Attack damage.
Trap Sense	Class	A: The attack reroll option can also apply to a nearby ally of the rogue.
Trap Sense	Class	C: Gain a +3 bonus to skill check rerolls against traps.
Trap Sense	Class	E: Take only half damage from trap attacks.
Cunning	Talent	A: Gain a +1 bonus to MD.
Cunning	Talent	C: Once per battle, reroll a save against an effect that hit you by overcoming your MD.
Cunning	Talent	E: As champion feat, but now reroll saves once per save.
Imp. Sneak Atk	Talent	A: Once per day, you can use Sneak Attack vs. an invalid target.
Imp. Sneak Atk	Talent	C: Once per day, roll d20s for your Sneak Attack damage instead of d8s.
Imp. Sneak Atk	Talent	E: One battle per day, ignore the once-per-round limitation for Sneak Attack damage.
Murderous	Talent	A: Gain +2 attack bonus vs. staggered enemies.
Murderous	Talent	C: Your crit range vs. staggered enemies expands by 2.
Murderous	Talent	E: Staggered enemies that make melee attacks against you and miss are vulnerable to your attacks.
Shadow Walk	Talent	A: On a miss, you can still use your move action normally.
Shadow Walk	Talent	C: Twice per day, reroll an attack following use of <i>shadow walk</i> .
Shadow Walk	Talent	E: Twice per day, return from <i>shadow walk</i> somewhere you wouldn't have been able to reach.
Smooth Talk	Talent	A: Add your Cha mod to your Smooth Talk save.
Smooth Talk	Talent	C: Success with Smooth Talk yields a 3-point positive relationship now.
Smooth Talk	Talent	E: On failed Smooth Talk save, you get 2-point conflicted relationship.
Thievery	Talent	A: Gain <i>thief's strike</i> as a bonus power.
Thievery	Talent	C: Once per day, deal full damage with a <i>thief's strike</i> attack instead of half damage.
Thievery	Talent	E: Twice per level, steal with <i>thief's strike</i> things that can't normally be stolen.
Tumble	Talent	A: Ignore the penalty for disengaging from more than one enemy.
Tumble	Talent	C: One battle per day, succeed on first disengage check each turn.
Tumble	Talent	E: Roll a hard save (16+) to tumble out of critical hits, taking damage equal to attacker's level instead.
Assassin's Gambit	Power	E: Once per turn, gain extra standard action with power if you drop a mook.
Bleeding Strike	Power	A: Ongoing damage to large or huge targets is 1d6 per level instead.

Bleeding Strike	Power	C: A natural even miss deals ongoing damage equal to your level.
Bleeding Strike	Power	E: Can use <i>bleeding strike</i> against enemies taking ongoing damage.
Deadly Thrust	Power	A: Add your Str mod to miss damage.
Deadly Thrust	Power	C: You can now target mooks with <i>deadly thrust</i> attacks.
Deadly Thrust	Power	E: Add 5 x Strength mod to hit damage, if you don't include Sneak Attack.
Death's Twin	Power	E: If your first <i>death's twin</i> attack is natural 18+, you can also target the same creature with your second attack.
Deflection	Power	A: Also triggers on a ranged attack vs. AC.
Deflection	Power	C: Deflected attack now deals full damage.
Deflection	Power	E: Using the power no longer spends your momentum.
Evasive Strike	Power	A: If you drop target, you can pop free from all foes.
Evasive Strike	Power	C: On a natural even hit, +2 bonus to AC and PD against the next attack.
Evasive Strike	Power	E: As champion feat, but now also +2 MD.
Flying Blade	Power	A: On a crit, target is also dazed.
Flying Blade	Power	C: Attack roll doesn't have to be even for Sneak Attack damage.
Flying Blade	Power	E: Use <i>flying blade</i> with ranged weapons.
Roll With It	Power	A: Also triggers on attack vs. PD.
Roll With It	Power	C: Also triggers on a ranged attack.
Roll With It	Power	E: Once per day, take damage equal to attacker's level instead of half damage.
Spiky Bastard	Power	C: <i>Spiky bastard</i> damage now applies while you're staggered.
Spiky Bastard	Power	E: <i>Spiky bastard</i> damage is 15 instead of 10 when esc. die is 3+.
Sure Cut	Power	C: Missing with <i>sure cut</i> doesn't count as a use of Sneak Attack damage.
Swift Dodge	Power	C: Also triggers on attack vs. PD.
Swift Dodge	Power	E: Rerolled attack takes a -2 penalty.
Swift Riposte	Power	C: If your attack crits, the enemy misses.
Swift Riposte	Power	E: Gain a +2 bonus with <i>swift riposte</i> attacks.
True Targeting	Power	E: Regain your momentum if the invisible enemy's attack misses.

### Sorcerer Feats

Power Affected	Pre-Req	Tier: Why You'd Want It
Breath weapon	Class	A: Failing a death save doesn't cancel your <i>breath weapon</i> spells.
Gather Power	Class	A: Once per battle, you choose a chaotic benefit.
Gather Power	Class	C: Once per battle, gather power as a quick action if escalation die is 4+.
Gather Power	Class	E: Roll 2 chaotic benefits if escalation die is 2+.
Arcane Heritage	Talent	A: Use Charisma as the attack ability for wizard spells.
Arcane Heritage	Talent	C: Cast wizard spells empowered.
Blood Link	Talent	C: Gain another relationship point with an icon in your heritage.
Chromatic Heritage	Talent	A: Gain +2 attack bonus with empowered <i>breath weapon</i> spells.
Chromatic Heritage	Talent	C: Once per day, turn a <i>breath weapon</i> re-use failure into a success.
Chromatic Heritage	Talent	E: One battle per day, gain <i>resist dragon attack 16+</i> .
Fey Heritage	Talent	A: Use your Fey Heritage power twice per day now.
Fey Heritage	Talent	C: Gain a +2 attack bonus vs. elves and creatures in elven sphere of influence.
Fey Heritage	Talent	E: Once per battle, gain racial ability of an elf race when esc. die is 6+.
Infernal Heritage	Talent	A: Gain <i>resistance 12+</i> to fire and one other damage type.
Infernal Heritage	Talent	C: Increase one of your resistances to 16+.
Infernal Heritage	Talent	E: You can enter a spell frenzy as free action for free if esc die is 5+.
Metallic Heritage	Talent	A: Gain <i>resist energy 12+</i> for rest of battle as quick action. You choose type.
Metallic Heritage	Talent	C: When your chaotic benefit increases your defenses, apply it to an ally.
Metallic Heritage	Talent	E: One battle per day, gain <i>resist demon attack 16+</i> instead of <i>resist energy</i> .
Sorc's Familiar	Talent	A: Familiar gains another randomly changing ability.
Sorc's Familiar	Talent	C: Once per level, familiar can cast one of your expended spells.
Sorc's Familiar	Talent	E: Familiar gains another randomly changing ability.
Spell Fist	Talent	A: When you miss with spell vs. engaged enemy, add Cha mod to miss damage.



		Damage increases at each tier.
Spell Fist	Talent	C: Once per battle, include an enemy engaged with you in a spell targeting other foes.
Spell Fist	Talent	E: Once per day, include all enemies engaged with you as targets of an empowered spell.
Undead Heritage	Talent	A: Decrease your total recoveries by 1; gain a +2 bonus to death saves.
Undead Heritage	Talent	C: Increases your resistance to 16+ and attack bonus vs. undead by +1.
Undead Heritage	Talent	E: Gain +1 attack bonus if you cut off hand and put out eye.
Breath of Black	Spell	E: On a miss, ongoing damage is now doubled.
Breath of Blue	Spell	E: The spell can now target a far away enemy.
Burning Hands	Spell	A: On a miss, deal fire damage equal to any die that rolled max.
Burning Hands	Spell	C: Choose another target for spell when you roll a natural 18+.
Burning Hands	Spell	E: Can now target all enemies engaged with you in addition to normal targets.
Calling the Blood	Spell	E: Roll two d6s, then choose the roll you want.
Chaos Bolt	Spell	A: No penalty for attacking a far away enemy.
Chaos Bolt	Spell	C: Roll on epic table for chaotic benefit, or choose it, depending on tier.
Echoing Thunder	Spell	C: Empowering <i>echoing thunder</i> doubles its aftershock damage.
Lightning Fork	Spell	A: Once per battle, reroll a <i>lightning fork</i> attack.
Lightning Fork	Spell	C: <i>Lightning fork</i> not expended if you miss all targets.
Lightning Fork	Spell	E: Recharge roll is now 11+.
Resist Energy	Spell	A: Add another target with the spell.
Scorching Ray	Spell	A: You can now target far away enemies, but with a -2 penalty.
Scorching Ray	Spell	C: The spell attack can deal random energy damage instead of fire.
Scorching Ray	Spell	E: No penalty for attacking a far away enemy.
The Elven Shadows	Spell	E: Once per battle, you can instead teleport to a far away location you can see.

### Wizard Feats

Power Affected	Pre-Req	Tier: Why You'd Want It
Ritual Magic	Class	C: Can cast full rituals in 1d3 + 1 rounds.
Abjuration	Talent	A: Bonus also applies to PD.
Abjuration	Talent	C: Gain 2d12 temp hp when you cast a daily spell.
Abjuration	Talent	E: Bonus also applies to MD.
Cantrip Mastery	Talent	A: You can now use cantrip-style versions of any spell you know.
Evocation	Talent	C: When you evoke, reroll one natural attack roll that is less than esc. die.
High Arcana	Talent	C: You can now cast <i>counter-magic</i> twice per battle.
High Arcana	Talent	E: You can cast <i>counter-magic</i> in reaction to any magical action.
Color Spray	Spell	A: The weakened effect hp threshold increases by 5 hp.
Color Spray	Spell	C: On a miss, deal damage equal to your level.
Color Spray	Spell	E: The spell now targets 1d3 + 1 creatures.
Confusion	Spell	A: You can choose a new miss effect that dazes all missed targets.
Confusion	Spell	C: Each failed save by the target deals 6d10 psychic damage to it.
Confusion	Spell	E: Confused effect now requires a difficult save (16+).
Denial	Spell	C: The target of the spell is also hampered on a natural even miss.
Denial	Spell	E: The spell now targets 1d4 + 1 enemies.
Disintegrate	Spell	E: The spell now targets a far away creature.
Fireball	Spell	C: Target 1d4 enemies instead of 1d3 when you cast the spell recklessly.
Fireball	Spell	E: The spell now targets 1d3 + 1 enemies.
Force Salvo	Spell	A: You can now target one creature with bolts until you hit it once.
Force Salvo	Spell	C: On a miss, deal damage equal to level with a bolt.
Force Salvo	Spell	E: Increase the number of bolts by 1.
Hold Monster	Spell	A: Regain the spell if you miss all targets with it.
Hold Monster	Spell	C: The spell can now target 2 enemies under the hp limit.
Hold Monster	Spell	E: Increase the hp limit by +50 hp.
Lightning Bolt	Spell	C: Deal 10 ongoing lightning damage on a natural even hit.
Lightning Bolt	Spell	E: Deal 20 ongoing lightning damage (hard save) on a natural even hit.
Magic Missile	Spell	A: Now choose two targets for the spell, each getting half damage dice.
Magic Missile	Spell	C: Roll a d20 with the spell to see if you crit.
Magic Missile	Spell	E: Use d8s instead of d4s for damage dice at spell levels 7 and 9.

Meteor Swarm	Spell	E: Damage from each meteor is now 5d4 x 10.
Ray of Frost	Spell	A: On a natural even hit, daze the target if it's staggered.
Ray of Frost	Spell	C: The spell's target can now be far away.
Ray of Frost	Spell	E: You can have the spell deal lightning or negative energy damage.
Rebuke	Spell	A: Deal double your level psychic damage when you roll a natural even hit.
Rebuke	Spell	C: Also daze a target (save ends) you hit with the spell.
Rebuke	Spell	E: Daze a target for a round when you roll a natural even miss.
Shield	Spell	A: You choose which attack roll the attacker must use.
Shield	Spell	C: The spell's recharge roll is now 6+.
Shield	Spell	E: Hit or miss, take only half damage from attack you use <i>shield</i> against.
Shocking Grasp	Spell	A: Cast the spell as a quick action now.
Shocking Grasp	Spell	C: Once per battle, you can also daze a target you hit with the spell.
Shocking Grasp	Spell	E: Use d8s instead of d6s for the spell's damage dice.
Teleport	Spell	E: You can now cast the spell on nearby allies; if allies are close, you can teleport to a location known by an ally.
Teleport Shield	Spell	C: When your <i>teleport shield</i> attack misses, the attack isn't expended that round.
Teleport Shield	Spell	E: You can now teleport an enemy to a location far away you can see.
Utility Spell	Spell	A: Each <i>utility spell</i> slot lets you cast two spells.
Utility Spell	Spell	C: Each <i>utility spell</i> slot lets you cast three spells.
Wizard's Familiar	Talent	A: Familiar gains another ability.
Wizard's Familiar	Talent	C: Once per level, your familiar can cast one of your expended spells.
Wizard's Familiar	Talent	E: Familiar gains another ability.

## Gear

Every character has a set of gear. Each class lists the type of gear a member of that class normally uses. You can equip non-magical gear as your backgrounds and character history suggest.

As a guide to what costs what, use the Equipment Price Guide.

## Armor Categories

Armor is classified as either light or heavy.

Light armor includes: Heavily padded vest, leather armor, studded leather, cured hide.

Heavy armor includes: Heavy chainmail, ring armor, scale mail, half-plate, plate armor, most dragonscale armor.

## Melee Weapon Categories

These are the categories of melee weapons:

- Small, one-handed: club, dagger, knife
- Small, two-handed: big club, scythe
- Light/simple, one-handed: hand axe, javelin, mace, shortsword, big knife
- Light/simple, two-handed: spear
- Heavy/martial, one-handed: bastard sword, battleaxe, flail, hammer, longsword, morningstar, scimitar
- Heavy/martial, two-handed: dire flail, greataxe, greatsword, halberd, polearms, heavy warhammer

## Ranged Weapon Categories

Ranged weapons can be reloaded as part of the standard action in which they are used in an attack. Hand and light crossbows require a quick action to reload. Heavy crossbows require a move action to reload.

### *Nearby Targets Only*

- Small, thrown: club, dagger, knife
- Small, crossbow: hand crossbow

### *Nearby Targets Okay; Far Away Targets -2 Atk*

- Light/simple, thrown: axe, javelin, spear

### *Nearby and Far Away Targets Okay*

- Light/simple, crossbow: light crossbow
- Light/simple, bow: shortbow, sling
- Heavy/martial, crossbow: heavy crossbow
- Heavy/martial, bow: longbow

## Economy

One platinum piece (pp) equals 10 gold pieces. One gold piece (gp) equals 10 silver pieces. One silver piece (sp) equals 10 copper pieces (cp).

## Equipment Price Guide

Characters start with armor, weapons, and standard traveling gear; prices are included for reference.

### *Standard Traveling Gear*

Item	Price
Flint and tinder box	1 sp
Money pouch (small)	3 sp
Pack/traveling satchel	1 gp
Rain cloak	3 sp
Road rations (5 days)	25 sp
Sleeping roll	1 sp
Water/wine skin or flask	7 sp

### *General Goods*

Item	Price
Arrows/bolts/sling bullet	1 sp/each
Blanket (wool)	5 sp
Candle	1 cp
Chain, dwarven forged (10 ft)	10 gp
Chain, iron (10 ft)	5 gp
Clothing, simple	2 sp
Clothing, good	1 gp
Clothing, expensive	10-100gp
Clothing, rain cloak (elven)	5 gp
Crowbar (iron)	3 gp
Flask (crystal)	5 gp

Flask (glass)	5 sp
Flask (pottery)	5 cp
Grappling hook (iron)	1 gp
Hammer, small	3 sp
Holy symbol/implement (adv)	10 gp
Holy symbol/implement (chp)	100 gp
Holy symbol/implement (epic)	1000gp
Iron spike	1 sp
Lantern (common)	8 sp
Lantern (hooded)	5 gp
Lantern oil (4 hrs)	1 sp
Magnifying glass	25 gp
Mirror, large	5 gp
Mirror, small	2 gp
Musical instrument (intricate)	5-25 gp
Musical instrument (simple)	1-5 gp
Pipeweed (1 use)	2 cp
Prayer book	2 gp
Rope, 50 ft elven	3 gp
Rope, 50 ft good	6 sp
Rope, 50 ft poor	2 sp
Spellbook (adventurer)	10 gp
Spellbook (champion)	100 gp
Spellbook (epic)	1,000 gp
Tent, large	5 gp
Tent, small	2 gp
Tent, wood elven	10 gp
Thieves' tools (adventurer)	2 gp
Thieves' tools (champion)	20 gp
Thieves' tools (epic)	200 gp
Torch (1 hr.)	1 gp
Torch (6 min)	1 sp

### *Food/Lodging*

Item	Price
Road rations (1 day)	5 sp
Meal, common	1 sp
Meal, good	3 sp
Meal, excellent	8 sp
Meal, feast (for 5)	8 gp
Ale/beer, poor (pitcher)	2 cp
Ale/beer, good (pitcher)	6 cp
Ale/beer, dwarven (pitcher)	1-3 gp
Wine, poor (bottle)	4 cp
Wine, good (bottle)	1 sp
Wine, elven (bottle)	1-5 gp
Inn (per person per day)	
Poor, common room	1-3 sp
Good, shared room	8-14 sp

Excellent, private room	2-5 gp
Suite (sleeps 4 to 8)	5-20 gp

### *Mounts (including gear)*

Item	Price
Dog, guard	10 gp
Dog, riding	15 gp
Donkey/pack mule	10 gp
Horse, riding	20 gp
Horse, battle trained	80 gp
Feed for mount (per day)	2-4 cp

### *Weapons, Melee (average quality)*

Item	Price
Battle gauntlets	4 gp
Battleaxe	6 gp
Club	5 sp
Dagger/knife	1 gp
Double axe	12 gp
Flail	6 gp
Greataxe	10 gp
Greatsword	10 gp
Handaxe	3 gp
Longsword	7 gp
Mace	5 gp
Maul	10 gp
Morningstar	4 gp
Pick	4 gp
Polearm	8 gp
Rapier	10 gp
Sap	5 sp
Scimitar	5 gp
Shortsword	4 gp
Spear	2 gp
Staff	1 gp
Trident	4 gp
Two-bladed sword	15 gp
Warhammer	7 gp

### *Weapons, Ranged (average quality)*

Item	Price
Bow: Longbow	14 gp
Bow: Shortbow	9 gp
Crossbow: Hand crossbow	8 gp
Crossbow: Light crossbow	10 gp
Crossbow: Heavy crossbow	15 gp
Javelin	2 gp
Net, weighted	3 gp
Sling	2 sp

Shuriken	7 sp
Throwing axe	3 gp
Throwing hammer	3 gp

### *Armor (average quality)*

Item	Price
Cloth/padded	1 gp
Leather	10 gp
Studded leather	15 gp
Hide	10 gp
Light chain	20 gp
Heavy chain/ring	30 gp
Scale	40 gp
Half-plate	45 gp
Plate	50 gp
Shield	5 gp

### *Services*

Item	Price
Bath, with servants	1 gp
Bodyguard (d)	2 gp
Carriage/coach, one ride	2 sp
Carriage/coach	2 gp
Courier (intercity)	5 sp
Courier (long distance)	5 gp
Courier (urchin)	5 cp
Courtesan	1-100 gp
Guide, urban (d)	1 gp
Guide, wilderness (d)	5 gp
Herald (in city only)	1 gp
Lantern bearer (in city) (d)	5 sp
Mercenary, soldier (d)	5 gp
Mercenary, thug (d)	1 gp
Moneylender (cost per 100gp)	5 gp
Oracle/seer/fortune teller	5 cp to 100 gp
Personal chef (d)	1 gp
Sage	5-50 gp
Valet/manual laborer	5 cp to 5 gp
Cleric (divine spells/rituals)	Varies
Wizard (arcane spells/rituals)	Varies